

Network Design

Team Event Interactive Performance Event

Regulations

- Refer to National Competitive Event Guidelines for description and procedures.

Eligibility

- Each local chapter may enter one (1) team that must be composed of two (2) or three (3) members to compete in this event at the RLC.
- No more than one (1) team member may have competed in this event at a NLC or have competed more than two (2) years at the national level.
- No more than one member in a team of two or two members in a team of three may be substituted should circumstances arise that warrant the substitution.
- Between the RLC and SLC, or between the SLC and NLC, in the case of an unforeseen situation, one (1) team member may be substituted with the approval of the State Office. Failure to discuss this change with the State Office could result in team disqualification.
- A member may enter only one individual or team event and one chapter event. Who's Who in FBLA does not count as an event.

Procedures

A case study will be given outlining a small business and its computing environment and needs. Participants will then analyze the situation and recommend a network solution to address the issues raised.

Administration of Events

RLC	SLC
Objective test taken collaboratively at RLC.	Preliminary round will consist of an objective test taken collaboratively.
Students must provide their own non-graphing calculators for this event. Cell phone and PDA calculators are not allowed. Number 2 pencils are required for this event.	Students must provide their own non-graphing calculators for this event. Cell phone and PDA calculators are not allowed. Number 2 pencils are required for this event.
	Top 8 finishers will participate in a seven minute presentation of a case study in a final round.
	Performance teams will be sequestered. Failure of participants to arrive in sequestered area by the time the first performance begins will result in disqualification.
	Performances open to conference delegates except participants performing in this event.
	No reference materials, visual aids or electronic devices may be brought to or used during the preparation or performance.
	4" x 6" note cards, a flip chart, and markers will be provided.
Top THREE finishers advance to SLC competition.	Top THREE finishers advance to NLC competition.

Network Design – Continued

Interactive Performance Event

- Twenty minutes before the performance each participant will receive the case study. Two (2) 4" x 6" note cards will be provided for each participant.
- The team has seven (7) minutes to interact with a panel of judges and present the solution to the case. The judges will play the role of the second party in the presentation and refer to the case for specifics.
- Teams should introduce themselves, describe the situation, make their recommendations and summarize their case. All team members are expected to actively participate in the performance. A timekeeper will stand at six (6) minutes and again at seven (7) minutes.
- Cards are collected after presentation.
- A flip chart and markers will be provided

Judging

- The objective test will be machine graded.
- The rating sheet(s) the judges will use are found in the Wisconsin Competitive Event Guidelines.
- Final rank is determined by the team performance score.
- In the case of a tie after the performance, the objective test score will be added to determine rank.
- All decisions of the judges are final.



FBLA NETWORK DESIGN Performance Rating Sheet

☐ Final Round

Evaluation Item	Not Demonstrated	Does Not Meet Expectations	Meets Expectations	Exceeds Expectations	Points Earned
Content					
Describes the situation	0	1–3	4–7	8–10	
Resolves problem	0	1–5	6–10	11–15	
Use correct terminology	0	1–5	6–10	11–15	
Presents an effective strategy	0	1–10	11–20	21–30	
Technology					
System appropriate for size of business	0	1–5	6–10	11–15	
Technology is currently available or being developed	0	1–3	4–7	8–10	
Future needs are considered	0	1–3	4–7	8–10	
Meets the needs of the company	0	1–5	6–10	11–15	
Delivery					
Statements are well-organized and clearly stated; appropriate business language used	0	1–2	3–4	5	
Team members demonstrate self-confidence, poise, and good voice projection	0	1–2	3–4	5	
All team members participate actively during the presentation	0	1–3	4–7	8–10	
Team members demonstrate the ability to effectively answer questions	0	1–3	4–7	8–10	
Subtotal					/150 max.
Penalty Deduct five (5) points for failure to follow guidelines.					
Dress Code Penalty Deduct five (5) points when dress code is not followed.					
Final Score					/150 max.
Objective Test Score (To be used in the event of a tie.)					

Name(s): _____

School: _____ State: _____

Judge's
Signature: _____ Date: _____

Judge's
Comments: